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XBOX

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# F1 2001



Electronic Arts, 209 Redwood Shores Parkway, Redwood City, CA 94065.

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## ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

**Immediately stop playing and consult a doctor** if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

## OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

## AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

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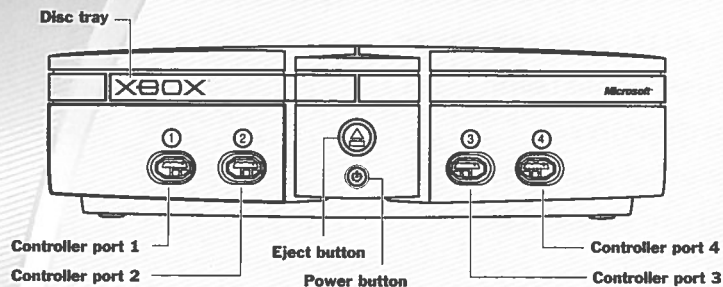
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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# USING THE XBOX™ VIDEO GAME SYSTEM

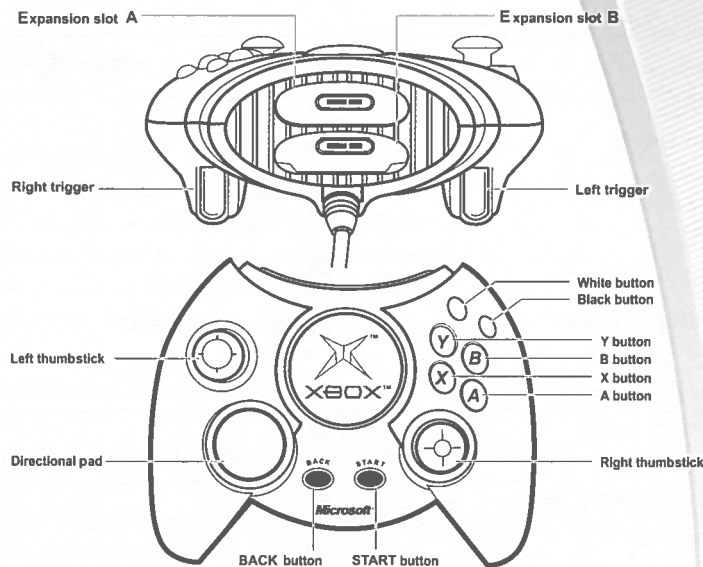


- 1 Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.
- 2 Press the power button and the status indicator light will light up.
- 3 Press the eject button and the disc tray will open.
- 4 Place the *F1 2001* disc on the disc tray with the label facing up and close the disc tray.
- 5 Follow on-screen instructions and refer to this manual for more information about playing *F1 2001*.

## AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

- ⊙ To avoid damage to discs or the disc drive:
- ⊙ Insert only Xbox-compatible discs into the disc drive.
- ⊙ Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- ⊙ Do not leave a disc in the Xbox console for extended periods when not in use.
- ⊙ Do not move the Xbox console while the power is on and a disc is inserted.
- ⊙ Do not apply labels, stickers, or other foreign objects to discs.

# USING THE XBOX CONTROLLER














- 1 Insert the Xbox Controller into any controller port of the Xbox console. For multiple players, insert additional controllers.
- 2 Insert any peripherals into controller expansion slots as appropriate.
- 3 Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *F1 2001*.





## COMPLETE CONTROLS

The more you master these controls, the better chance you have of fighting your way to the front of the field and taking home the checkered flag.

### DRIVING CONTROLS

Steer	 /  or  / 
Accelerate	 / 
Brake	 / 
Reverse (automatic transmission)	
Shift up/down (semi-automatic transmission)	 / 

### OTHER CONTROLS

Instant replay	
Rear view	
Toggle camera angles	
Pause game	

❖ In semi-automatic mode, **X** only *selects* reverse gear (when in 1<sup>st</sup> gear or neutral).

❖ The controls featured here are the default controls only. For information on how to change your controller configuration, ➤ *Controller Config* on p. 8.

## INTRODUCTION



Battle for position at every sweeping bend, high-speed straightaway, and hairpin turn within the world's most glamorous sporting arena. *F1 2001* takes you from Monaco to Monza and every track in between. The circuit comes to life with fully interactive pit stops, roaring crowds, a buzzing grid, driver animations, and a full spectrum of driving conditions, including torrential downpours and other mid-race weather changes. Get ready for a whole new benchmark in racing gaming.

### GAME FEATURES

- ❖ **Artificial Intelligence, With Real Intelligence**—Every driver on the track fights and reacts to maintain their current position.
- ❖ **Enter a Living, Breathing Formula One World**—Feel the anticipation on a buzzing grid during the build up to the race.
- ❖ **Breath-Taking Moments**—Crash into tire walls, scrape along barriers, and see sparks fly.
- ❖ **Adverse and Unpredictable Weather**—Your pit crew gives you weather updates on the radio as you watch the skies open up.
- ❖ **Pit Crew To Driver Radio**—Get the inside track on your opponent's performance and position.
- ❖ **2001 Season Content**—All the drivers, tracks, and teams from the official FIA 2001 Formula One World Championship.
- ❖ **Beyond Broadcast Presentation**—Relive the defining moments of each race.
- ❖ **Interactive Pit Stops**—The length of a pit stop depends on *your* performance.



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## STARTING A QUICK RACE

To fast forward to arcade-style action, select QUICK RACE from the Main menu. This allows you to start a four-lap race without performing any of the set-ups necessary in other modes. Every top-six finish earns you points, which, in turn, unlock new circuits to race on in Quick Race mode.



**NOTE:** Default options are listed in bold in this manual.

### To start a Quick Race:

- 1 At the AutoSave Game screen that appears at boot-up, select YES, ENABLE AUTOSAVE or NO, DISABLE AUTOSAVE (➤ *Saving and Loading* on p. 28) and press **A**. If you decide to disable Autosave, confirm your choice at the prompt.
- 2 At the Main menu, press **A** to select QUICK RACE. The Driver Select screen appears (➤ p. 18).
- 3 Press or to scroll through the available drivers and press **A** to select a driver. The Circuit Select screen appears (➤ p. 20).



**NOTE:** In Quick Race mode, Handling is automatically set to **NORMAL**, Damage is set to **OFF**, Race Length is set to 4 LAPS, and Assists are **ON**.

- 4 Press or to scroll through the available tracks and press **A** to select an unlocked track (at the start of the game you have the choice of SILVERSTONE, HOCKENHEIM, and MONZA). The game loads and the race begins.
- ❖ A scrolling text bar at the bottom of each menu screen provides help for that screen.

## SETTING UP THE GAME

From choosing your driver to adjusting camera angles, *F1 2001* lets you play the game how you want to play it.

### MAIN MENU

From the Main menu screen you can start a Quick Race, access Single Player modes, set up a Multiplayer game, adjust various game Options, and find out more about EA SPORTS.

Jump straight into the cockpit in Quick Race mode (➤ *Starting a Quick Race* on p. 6)

Hit the track in a Single Player mode (➤ *Single Player Modes* on p. 16)

Start a Multiplayer game (➤ *Multiplayer* on p. 25)



Access the Options screen (➤ *Options* on p. 7) to adjust various Audio/Visual, Controller, and AutoSave settings

Check out upcoming titles from EA SPORTS as well as the credits for *F1 2001*

### OPTIONS

Select **OPTIONS** from the Main menu screen to adjust various game settings.

#### AUDIO / VISUAL

Adjust the audio and visual settings to suit your preferences.

##### SOUND

Set the game's sound setting to **MONO** or **STEREO** and set volume levels for Effects and Commentary.

##### DISPLAY ADJUST

Display a visual guide for fine tuning the brightness, contrast, and color settings on your television. Follow the instructions on-screen and press **A** to return to the Audio/Visual screen.



## DISPLAY OPTIONS

**Screen Displays:** Press  $\leftarrow \otimes$  or  $\otimes \rightarrow$  to set on-screen displays to OFF/**ON** ( $\triangleright$  *Screen Displays* on p. 9).

**TV PANELS:** Toggle **ON** to display up to the minute race information such as your current position and split times.

**Screen Format:** Press  $\leftarrow \otimes$  or  $\otimes \rightarrow$  to toggle the aspect ratio for your television. Set to WIDE for an improved image on widescreen televisions. Defaults to **NORMAL**.

**Circuit Map:** Toggle ON to display a full map of the circuit on-screen, showing your progress around the track. **PARTIAL** displays only the relevant section of the track on-screen.

**Speed:** Press  $\leftarrow \otimes$  or  $\otimes \rightarrow$  to toggle between displaying speeds in **MPH** and **KPH** in the game.

## CONTROLLER CONFIG

Select CONTROLLER CONFIG from the Options screen to change the configuration of your controllers to one of the two available presets.

### To choose a controller configuration:

- 1 If two or more controllers are connected, press  $\otimes$  or  $\otimes$  to select the player whose controller you wish to configure.
  - 2 Press  $\leftarrow \otimes$  or  $\otimes \rightarrow$  to cycle through the five available controller configurations.
  - 3 Press **A** to select a configuration.
- $\diamond$  Press  $\otimes$  or  $\otimes$  to turn Vibration **ON** or OFF, and press **A** to confirm all changes.

## LOAD/SAVE

ENABLE or DISABLE the game's AutoSave feature ( $\triangleright$  *Saving and Loading* on p. 28), load a saved game, or select CANCEL to return to the Options screen.

## ON THE TRACK

It's race day—time to earn your money. Prepare to take on the most intelligent and daring racers to hit the Formula One circuit. They'll fight you every inch of the way for the right to stand on that podium, drenched in a celebratory beverage.

## GAME SCREEN

View the action with or without screen displays, or view an instant replay of that awesome maneuver around the last chicane.

## SCREEN DISPLAYS

Screen displays can help you track your performance throughout the race as well as give you valuable information about your car's status. If you prefer more of a challenge, however, you can turn your screen displays off.

- $\diamond$  Turn Screen Displays **ON** or **OFF** from the Options screen ( $\triangleright$  p. 7) or from the In-Game Options menu ( $\triangleright$  p. 11).

View race info such as your current position and split times

Position indicator

Lap counter

Lap time/split times  
The pit in indicator lights up when you're required to enter the pit lane



Gear indicator with rev count indicator (If Transmission is set to SEMI-AUTOMATIC, change gear when the fifth counter lights up)

Speedometer

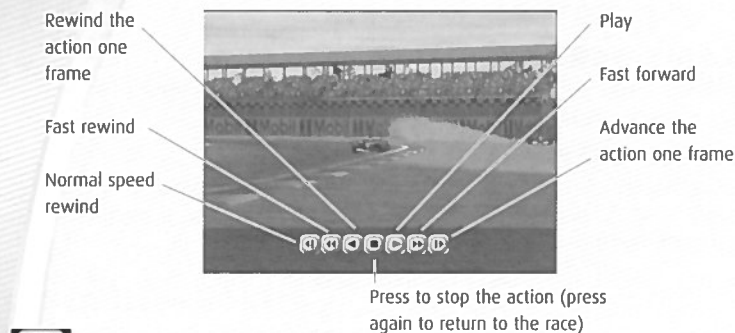
Low fuel/mechanical problem indicator





## INSTANT REPLAYS

Press **Y** at any time during racing to begin an interactive instant replay of the last 30 seconds of action.



Select the **STOP** button to end the replay



Select the **EJECT** button to return to the race.

## PAUSE MENU

Press **START** at any time during play to pause the game.

### CONTINUE

Return to the current race or stage.

### RETIRE FROM SESSION

End the current session. For Grand Prix or Championship events, this option takes you to the next session. For Quick Race events, this option takes you to the Classification screen.

### OPTIONS

Access the In-Game Options menu to adjust settings for Assists, Sound, and Display (➤ p. 11).

### PIT IN

Takes your car straight to the pits and opens the Pit menu (Practice, Qualify, and Warm-up sessions of Grand Prix modes only).

### RESTART RACE/ RESTART CHALLENGE

Select and confirm at the prompt to begin the current session again (not available in Grand Prix/Time Challenge Multiplayer modes).

### QUIT EVENT

Quit the current on-track mode or event.

## IN-GAME OPTIONS

### ASSISTS



**Note:** The Assists available, and their default options, depend upon the mode you are racing in, and the Handling mode (Normal or Situation).

### SPEED ASSISTS

When ON, the computer assists the player with their speed at corners.

### CORNER INDICATOR

When ON, arrows appear in color-coded circles warning you of approaching corners (tight corners are red, shallow corners are green, and all others are yellow).

### TRACTION CONTROL




Toggle ON to make it easier to pull away without unnecessary wheel-spin.

### ABS

Toggle your anti-skid breaks ON to enable hard braking without skidding.

### SOUND

Use the sliders to adjust volume levels for Commentary and Effects (e.g. engine noise).

❖ Press  or  to move between the Sound options and press  or  to adjust the selected option.

### DISPLAY

#### TV PANELS

Toggle ON to display up to the minute race information such as your current position and split times.

#### SCREEN

Cycle between OFF and **ON**

#### DISPLAYS

(➤ *Screen Displays* on p. 9).

#### CIRCUIT MAP

Toggle **FULL**/**PARTIAL**/OFF. **FULL** displays a small map of the circuit on-screen, showing your progress around the track. **PARTIAL** shows only the section of track you are currently on.

#### SCREEN FORMAT

Toggle between **NORMAL** and **WIDE**. Select **WIDE** if you are playing F1 2001 on a widescreen TV.

#### SPEED

Toggle the Speedometer display between **MPH** and **KPH**.



## PIT STOPS

It's an old racing adage that the race is won or lost in the pit. Choose an Interactive Pit Stop to shave valuable seconds off your total time. Mess up, though, and you can watch your crew making mistakes based on your performance.

### AUTOMATIC PIT STOPS

You can pull into the pit lane at any stage of a Grand Prix mode race. As soon as you enter the pit lane, the Limiter is automatically applied and the computer takes control of the car.

### INTERACTIVE PIT STOPS

You can attempt to improve the speed of your pit stops by enabling Interactive Pit Stops in the Event Options menu and completing certain tasks when pitting. However, failures can lead to time-consuming errors and penalties (if FIA Rules are ON in Event Options).



**Note:** You can only perform Interactive Pit Stops in Race sessions during Grand Prix and Challenge modes.

When the pit stop is complete, you are informed of your performance in each of the tasks (see below).

#### Brake to Limit

Braking down to a speed of 50 mph in the pit area—fast enough to maintain momentum but slow enough to adhere to the rules

#### Brake to Pit

Braking from 50 mph to 12 mph in order to pull into the pit bay



**Turn In** Steering into the pit bay

**Gear Up** Shifting into first gear when told by the pit crew

**Accelerate** Accelerating out of the pits at the prompt

## PITTING DURING PRACTICE, QUALIFY, AND WARM-UP SESSIONS

During the Practice, Qualifying, and Warm-Up sessions, you can enter the Pits (or select PIT IN from the Pause menu) to take on fuel (if Fuel Use is set to ON, > *Event Options* on p. 19) and to make adjustments to your Car Setup.

- ⦿ If you pit during the Practice or Qualify sessions, you automatically receive about 5 laps worth of fuel. In Warm Up, you receive enough fuel for approximately 20 laps.
- ❖ As soon as the Car is stationary in the Garage, the Pits menu appears automatically.

### PIT MENU

#### START FLYING LAP

Leave the pit lane and begin your next lap with a rolling start.

#### VIEW CLASSIFICATIONS

View the current fastest lap times and provisional starting grid positions for all drivers or accelerate time using the QUICK TIME option. This advances time in the session. Select **NORMAL TIME** to bring Quick Time to an end.



**Note:** The View Classifications option is only available when Qualifying.

### CAR SETUP

Make adjustments to your Car Setup (> *Car Setup* on p. 14).

### LEAVE PITS


Leave the pit lane and return to the track.

### RETIRE FROM SESSION

End the current session.

## PITTING DURING RACE SESSIONS

During the race itself, pulling into the pit lane allows you to amend your fuel Strategy (> *Strategy* on p. 23) and Tire Type selection (> *Tire Type* on p. 14), change tires, re-fuel, and repair any damage to your car. Tire changes, re-fuelling, and damage repair are performed automatically—you just need to be ready when control of the car is returned to you on leaving the pit lane.

- ⦿ The amount of fuel you take on when you pit during the race is determined by your Strategy (> *Strategy* on p. 23).
- ⦿ If you decide to alter your Strategy, you must do so before the car comes to a complete stop and your pit stop begins, so that your pit crew knows how much fuel to put in your car.
- ❖ To access the Strategy and Tire Type pop-ups, press  when prompted.





## CAR SETUP

Select CAR SETUP from the Pit menu during a Practice, Qualify, or Warm-Up session to make the adjustments your car needs to put you over the top. Experiment with the various options to find the best setup for each circuit.



**Note:** Any changes made during the Practice, Qualifying, or Warm-Up sessions automatically carry over to the next stage. During the Race itself, the only Car Setup option available is Tire Type.

When Handling is set to SIMULATION (> Handling Mode Screen on p. 20), the following Car Setup options are available.



**Note:** When Handling is set to NORMAL, only the Tire Type option is available.

### TIRES

#### TIRE TYPE

Select SOFT, **HARD**, WET, or DRY (different options are available under different circumstances). A SOFT tire gives generally better grip than a HARD tire, but does wear out quicker (if Tire Wear is set to ON - > Event Options on p. 19). If it is raining, select WET.

#### FRONT PRESSURE

Adjust front tire pressure between 13.8 and 23.5 PSI. Default is **19.1** PSI.

#### REAR PRESSURE

Adjust rear tire pressure between 12.8 and 25.5 PSI. Default is **19.8** PSI.



**Note:** You cannot choose between SOFT and HARD tires during the Race and Warm-up sessions.

### AERODYNAMICS

#### FRONT WING

Adjust downforce by changing the angle of the wing between 1 and 20 (default is 17). A higher setting helps to correct understeer through corners, while a lower setting helps correct oversteer through faster corners.

#### REAR WING

Adjust downforce by changing the angle of the wing between 1 and 20. A higher setting helps to correct oversteer through corners, while a lower setting helps correct understeer through faster corners.

## SUSPENSION

### FRONT

Adjust RIDE HEIGHT, HIGH BUMP STOP, LOW BUMP STOP, SPRING RATE, and ANTI-ROLL BAR for the front suspension of your car. A soft setting offers generally improved grip, while a hard setting makes the vehicle more responsive.

### REAR

Adjust RIDE HEIGHT, HIGH BUMP STOP, LOW BUMP STOP, SPRING RATE, and ANTI-ROLL BAR for the rear suspension of your car. A soft setting offers generally improved grip, while a hard setting makes the vehicle more responsive.

## BRAKES

### BRAKE BIAS

Set the braking distribution between the front (0%) and rear (100%) of the car. The default is **55**. A setting to the rear helps to compensate for understeer during braking, while a setting to the front helps to compensate for oversteer when braking.

### BRAKE STRENGTH

Set the strength of your brakes between 20 and 100% (the default is **60**).

## GEARBOX

Select the Gear Ratio for your car. Choose between SHORT RATIOS, MEDIUM RATIOS, and LONG RATIOS, or set your own individual settings by selecting CUSTOM RATIOS. A shorter setting provides better acceleration but a lower top speed, while a long setting gives a higher top speed but lower acceleration.

## RESET TO DEFAULTS

Cancel all your changes and return to the car's default settings.

## AFTER THE RACE

After each Race or Session, the Classification screen appears. This displays full final standings for the Race or Session.

- ❖ When you've finished viewing the Classifications, press **A** to continue.
- ❖ In Quick Race mode, a pop-up appears asking if you wish to race again. Select YES to restart the race or **NO** to return to the Select Circuit screen.



## SINGLE PLAYER MODES

Prove your skills and learn your trade at different race-related challenges, unlocking new modes and features with each success. Or, put yourself through the physical and mental punishment of a Championship circuit in Grand Prix mode.

### CHALLENGE MODE

You may be clocking reasonable times but do you actually possess the skills that could shave those all-important seconds of your lap times? Test your basic driving abilities, how you cope with changing weather conditions, your pit stop tactics, and your ability to comply with FIA rules, then put yourself to the test by getting Track Experience on the circuits of your choice.

Successfully complete these tasks to unlock new modes and options in *F1 2001*. Passing individual tasks unlocks related features within the game (i.e. passing a Wet Weather test unlocks the Weather Event Option in the game), while boosting your overall Driver Rating increases the number of Grand Prix modes you can choose from.

Take any of the five challenges at any time and in any order:

#### THE BASICS

One challenge split into five tasks that cover the fundamentals of racing.

#### WEATHER

Two sets of challenges that test your ability to cope with Wet and Variable weather.

#### PIT STOPS

Five tasks that gauge how you deal with braking while carrying varying fuel loads, as well as pit stops and tire wear.



#### RACE CRAFT

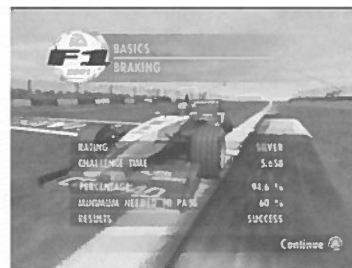
Five tasks that deal with FIA rules and advanced skills related to racing over a full season.

#### TRACK EXPERIENCE

Learn how to drive the 17 circuits corner by corner.

#### To choose a Challenge:

- 1 Select SINGLE PLAYER from the Main menu.
- 2 Select CHALLENGE MODE from the Single Player screen.
- 3 Select one of the Challenge menus.
- 4 Select a task from the chosen Challenge menu. An explanation of the task appears.
- 5 Choose ACCEPT to continue (select DECLINE to quit the challenge). The targets required in order to pass the task at different driver Ratings appear on-screen.
- 6 Press  or  to select **NORMAL** or **SIMULATION**. The challenge begins.



When you complete a task, the Results screen documents whether you have passed or failed the challenge, displaying your Challenge Time, Percentage and, if you have passed, and a Rating (BRONZE, SILVER, or GOLD) for the challenge.

- ❖ Press **A** to continue and select YES to take the challenge again or NO to return to the Challenge menu.
- ❖ Highlight a task in the Challenge menu and press **Y** to display your Task Completion percentage and Driver Rating for that task as well as your Overall Progress for the Challenge.
- ❖ Press **Y** in the Challenge Mode menu to view your average percentage for each Challenge and your Overall Progress (%) and Driver Rating (UNCLASSIFIED to ELITE) throughout the whole mode. This rating determines whether you have unlocked any of the major game modes.



**NOTE:** Locked features and modes are indicated by a no-entry sign. The percentages required to unlock them are displayed on-screen when they are highlighted.

## GRAND PRIX MODE

Grand Prix mode is what Formula One racing is all about. From practice laps to qualifying to the real race, the pressure is on to perform your best while fighting off the best drivers in the world. Race a single Grand Prix weekend, a full season, or multiple seasons to show the world you've got what it takes.

Participate in a full race Weekend, including Practice and Qualifying sessions (➤ *Single Grand Prix* below).

Create your own Custom Championship, in which you select the circuit for each round of the competition (➤ *Custom Championship* on p. 21).



Win the Domination Trophy by notching victories on all 17 tracks (➤ *Domination* on p. 22)

Take part in a full Championship spanning an entire 17-race season (➤ *Full Championship* on p. 21)

Beat team-mates from every F1 team over the course of a season (➤ *Team-Mate Challenge* on p. 21)

❖ If Autosave is **ENABLED** (➤ *Saving and Loading* on p. 28), your progress is automatically saved, allowing you to resume your Grand Prix game at a later race.

### SINGLE GRAND PRIX

In Single Grand Prix mode, you participate in a full race Weekend, including Practice Sessions, Qualifying, Warm Up, and the Race itself. When you select SINGLE GRAND PRIX from the Grand Prix Modes screen, the Driver Select screen appears.

### DRIVER SELECT

❖ Press or to scroll through the available drivers and press **A** to select. The Event Options screen appears.

## EVENT OPTIONS

Set various gameplay options for your Grand Prix:

### OPPOSITION

Set the ability of the computer controlled cars to **EASY**, **MEDIUM**, or **HARD**.

### DIFFICULTY

### RACE LENGTH

Set the number of laps for the Race to **4**, **8**, **16**, **HALF**, or **FULL** (the actual number of laps raced in the FIA Championship).

### INTERACTIVE PIT STOPS

Toggle **ON/OFF** (➤ p. 12).

### WEATHER

Set the weather conditions for the weekend to **DRY**, **VARIABLE**, or **WET**.

### DAMAGE

Set car Damage to **OFF**, **FORGIVING**, or **ON**. When **ON**, your car sustains damage from collisions with barriers or other drivers. When set to **FORGIVING**, damage is sustained but to a lesser extent.

If your car sustains too much damage, you may be forced to retire from the stage.

### GEARS

Toggle between **AUTOMATIC** and **SEMI-AUTOMATIC**.

### TIRE WEAR

When **ON**, your tires wear out at the normal (lap) rate of real F1 cars. Default is **OFF**.



**EA Tip:** Take in to account tire wear when planning your strategy as you may lose valuable time by having to stop for fresh tires in longer races.

### FUEL USE

Toggle **ON** and fuel depletes during the course of a session, degrading the handling of the car. Default is **OFF**.

❖ The amount of fuel you take on during pit stops depends on the stage and on your fuel Strategy. For more information, (➤ *Pit Stops* on p. 12 and *Strategy* on p. 23).



**Note:** You can only change Fuel Use and Tire Wear options if the number of laps in your race is 16 or higher.





When ON, official FIA rules apply to your race, meaning you can be penalized for such misdemeanors as speeding in the pit lane and under yellow flags. Default is **OFF**.



**Note:** You can be black-flagged (and, as a result, automatically forfeit the race) for driving in the wrong direction in a pit lane or failing to comply with a stop-go penalty.

## FAILURES

When ON, cars may be affected by mechanical failures over the weekend. Some Failures can be repaired by your pit crew—if you can make it back to the pits. Otherwise, a mechanical failure may force you to forfeit. Default is **OFF**.

- ❖ When you've finished setting the Options for your Single Grand Prix, highlight **CONTINUE** and press **A** to proceed to the Circuit Select screen.

## CIRCUIT SELECT SCREEN

- ❖ At the Circuit Select screen, press or to scroll through the available circuits and press **A** to select.
- Ⓢ Press **Y** to view information about tracks.
- ❖ The Circuit Preview then takes you on a tour of the selected track. To end it, press **A**. The Handling Mode screen appears.

## HANDLING MODE SCREEN

- ❖ Select **NORMAL** or **SIMULATION** handling. **SIMULATION** handling gives a ride closer to that of the real thing while choosing **NORMAL** makes handling and braking easier and reduces the chances of the car spinning. This selection also determines what Car Setup (> p. 14) options are available.

## NEXT SESSION SCREEN

- ❖ At the Next Session screen, highlight which session you'd like to go to (a Grand Prix weekend consists of the following sessions: **PRACTICE**, **QUALIFY**, **WARM-UP**, and **RACE**) and press **A**. For more information, > *Grand Prix Weekend Events* on p. 22.



**Note:** Electing to do a session out-of-turn means that you have opted to skip the sessions before it (if you skip a Qualify session, you will be placed in last position on the grid in the ensuing race).

## CUSTOM CHAMPIONSHIP

Select **CUSTOM CHAMPIONSHIP** from the Grand Prix Modes screen to create your own individual Championship Season. You set the number of stages and the running order of the Circuits.



### TO SET UP A CUSTOM CHAMPIONSHIP:

- 1 Select a Driver and set your Event Options as you would in a Single Grand Prix (> p. 18) and press **A** to proceed. The Custom Championship screen appears.
- 2 Select **ADD ROUND 1**. The Circuit Select screen appears.
- 3 Highlight the circuit you want for the first Round and press **A**. The Custom Championship screen re-appears. Select **ADD ROUND 2** and repeat the process.
- ❖ To remove the last circuit from the schedule, select **DELETE ROUND n** (where n = the number of the last round assigned to a track).
- 4 When you're happy with the schedule for your Custom Championship, select **CONTINUE**.
- 5 To start the first race of your Custom season, select **BEGIN SESSION 1**. The race begins.
- ❖ To return to the Grand Prix screen, select **LEAVE CHAMPIONSHIP**. To view Driver and Constructor Standings, choose **SEASON REVIEW**.

## FULL CHAMPIONSHIP

Select **FULL CHAMPIONSHIP** from the Grand Prix Modes screen to take part in a full season, spanning 17 Grand Prix weekends. Select a Driver and set your Event Options as you would in a Single Grand Prix (> p. 18) and press **A** to proceed to the Championship screen.

## TEAM-MATE CHALLENGE

Team loyalties are brushed aside in Team-Mate Challenge mode as you set out to finish ahead of your team-mates in as many races as possible over the course of a Championship season. If you fail on one track you must take on the same driver on a different circuit—but if you succeed you are 'promoted' to a new team to take on a new team-mate on the next Circuit. To pick up the Team-Mate Challenge trophy, you must beat all of the team-mates in all of the teams before completing the 17 circuits.

- ❖ To start a Team-Mate Challenge, select **BEGIN RACE 1** from the Team-Mate Challenge screen (or select **LEAVE CHALLENGE** to return to the Grand Prix Modes screen).

## DOMINATION

Think you've got what it takes to complete the ultimate F1 challenge? Winning is everything in Domination mode. Your goal is to complete a full F1 Championship season having won every single race. Sound tough? It is.

- ❖ To start a Domination Challenge, choose your Driver and Event Options and select BEGIN RACE 1 from the Domination screen (or LEAVE DOMINATION to return to the Grand Prix screen).

## GRAND PRIX WEEKEND EVENTS

A Grand Prix Weekend consists of the following sessions: Practice, Qualify, Warm-Up, and Race.



**Note:** You begin Practice, Qualifying and Warm-Up sessions in the pits. Select START FLYING LAP or LEAVE PITS from the Pit Menu (➤ Pit Menu on p. 13) to begin.

- ⊙ During the Practice, Qualifying and Warm Up stages, the Pause menu (➤ p. 10) features an additional option: PIT IN. Select this option to automatically return to the Pits (without having to pull in manually).

### PRACTICE

During the Practice session, you have up to an hour in which to get accustomed to the selected circuit and to make adjustments to your Car Setup (➤ Car Setup on p. 14). Lap times are recorded throughout, allowing you to monitor your performance on the track.

### QUALIFY

In the Qualify session, you have up to an hour (in which you can complete a maximum of twelve laps) to try and post the fastest lap time possible. Your best lap time determines your starting grid position for the race.



**Note:** Starting grid positions for the race are not finalized until the end of the full hour (i.e., if you quit the session before the hour is up, some other driver might still beat your time).

- ⊙ If you have set Tire Wear to ON and have set the number of laps for the race to 16, HALF, or FULL (➤ Event Options on p. 19), the Tire Compound pop-up appears at the beginning of the Qualify session. Select a **SOFT** or **HARD** Tire Compound and press **A** to proceed. Your choice of tire determines your Tire Compound for the remainder of the weekend (in accordance with the rules of the sport).



**EA Tip:** Use the Practice session to evaluate your tire choice for the weekend.



**Note:** If you have set Tire Wear to OFF, or you skip the Qualify session, your Tire Compound is chosen automatically.

- ⊙ Select VIEW CLASSIFICATIONS from the Pit menu to view current Qualify classifications or to speed up the session.

### WARM-UP

After the Qualify session, you have up to an hour on the circuit to fine tune your performance and make any last minute adjustments to Car Setup (➤ Car Setup on p. 14).

### RACE

With the Practice, Qualify, and Warm-Up sessions behind you, it's time to prove your worth in the main event!

### STRATEGY

If you have set the number of laps for the race to 16, HALF, or FULL and have Fuel Use set to ON (➤ Event Options on p. 19), you must pit at least once during the race. For 16-lap, HALF, or FULL races, the Strategy pop-up appears automatically at the start of the race.

- ❖ Press **←** or **→** to schedule your first pit stop.
- ❖ Press **↑** to select the 2nd pit stop. If you currently only have one stop scheduled but you wish to add another to the schedule, press **↓** to highlight END, then press **←**.
- ⊙ You can only schedule one or two pit stops per race.
- ❖ When you're happy with your Strategy for the race, press **A** to proceed.



## TIRE TYPE

If Weather is set to WET or VARIABLE in Event Options (> p. 19), you also need to select your Tire Type (**WET** or **DRY**). Press **A** to confirm your choice.

## CHANGING STRATEGY/TIRE TYPE DURING A RACE

If you pull into the pits on a lap for which you don't have a pit stop scheduled, press **BACK** while in the pit lane to access the Strategy (> *Strategy* on p. 23) and Tire Type (> *Tire Type* above) pop-ups. You can then make any adjustments necessary before returning to the race.

## PLAYER REVIEW

Select this option from the Single Player menu to view your statistics (including Race and Championship Performances to date and Player Details) and trophies won in all of the Single Player Grand Prix modes. Win all the game modes and trophies to unlock a Season Review video.

- ❖ Press **A** while at the Player Review screen to view your current Driver Rating and the total number of trophies you have won to date.

# MULTIPLAYER

Select MULTIPLAYER from the Main menu to take other players on in Split Screen, Time Challenge, Tag Team, Advantage, or Last Man Standing modes.



**NOTE:** You must have at least two controllers inserted in order to play all Multiplayer modes except for Time Challenge.



## SPLIT SCREEN

Race against up to three other players on a single track in Split Screen mode.

- ❖ Select the number of opponents (**2 PLAYERS**, 3 PLAYERS or 4 PLAYERS), which Drivers you wish to use, the Circuit you wish to race on, the number of laps you wish to race over, and a Handling Mode to begin.



**NOTE:** If you are taking part in a 2-Player game, you can also choose to race **HEAD TO HEAD** or with a **FULL GRID** (i.e., against 20 other cars).



## TIME CHALLENGE

Up to 22 players can take part in a Time Challenge, in which drivers take turns trying to record the fastest lap time on any one of the 17 available circuits. Each player has five minutes to complete a lap.

### To set up a Time Challenge race:

- 1 Select ADD PLAYER 1 in the Select Driver menu.
- 2 Player 1 selects a Driver.
- 3 Choose ADD PLAYER 2 and repeat the process until each player has selected a Driver.
- ❖ To remove the last Driver from the list, select REMOVE PLAYER n (where n = the number of the last driver selected).
- 4 Select CONTINUE.
- 5 Choose the track that all drivers will race on.
- 6 Choose your Handling Mode.



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**Note:** In Time Challenge mode, each player shares the same controller.

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## TAG TEAM

In Tag Team, two teams of up to four players can take each other on racing on any circuit, with each player in a team taking turns to complete a lap.

### To race in Tag Team mode:

- 1 Select a Driver to represent Team 1 and the number of players on that team.
- 2 Repeat this process for Team 2.
- 3 Choose a Circuit.
- 4 Select the number of laps you wish to race over.
- 5 Choose a Handling Mode.
- 6 The race begins and Player 1 on each team is instructed to take control of their respective cars. Each remaining player then takes control at the end of every lap until the race has been completed.



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**Note:** Tag Team mode requires a minimum of 3 players.

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## ADVANTAGE

The object of Advantage mode is to win as many individual laps as possible against your opponent. Penalties can be set to give players with less experience a head start.

### To start an Advantage race:

- 1 Every player selects a Driver.
  - 2 Choose a track to race on.
  - 3 Set the number of Target Wins (1-5) and the number of seconds Player 1 is to start ahead of Player 2 (2-20).
  - 4 Select BEGIN RACE.
  - 5 Choose a Handling Mode.
  - 6 Both players should press **A**. The cars roll towards the start line and a timer counts down to the point where both players take control of their cars. The player with the time penalty starts behind their opponent.
- Ⓢ After the race, the number of Round Wins accrued by each player is shown, along with a breakdown of their performances for each round.

## LAST MAN STANDING

Be at your best from the start or kiss this challenge goodbye. In Last Man Standing, the car in last place after each lap is removed from the race. This goes on until there's only one car left.

- ❖ To start the challenge, select the number of players (2, 3 or 4), your Drivers, the track, and the Handling Mode.



## SAVING AND LOADING

*F1 2001* includes an AutoSave feature that saves all of your Game Settings as well as your progress in Full Championship, Custom Championship, Domination, Team-Mate Challenge, and Challenge modes.

- © If you start the game without a previously saved game on your hard disk, the Autosave screen gives you the following options:

### YES, ENABLE AUTOSAVE

The game saves all of your settings and options changes and all of your progress through all game modes. You must have 9 blocks of free space for Autosave.

### NO, DISABLE AUTOSAVE

None of your progress or settings and options changes are saved. At the prompt, confirm that you wish to continue without saving your progress or changes.

### TO LOAD A GAME:

- 1 From the Options screen, choose LOAD/SAVE. The Autosave screen appears.
- 2 Choose YES, ENABLE AUTOSAVE. If an existing *F1 2001* saved file is detected on your hard disk console, the Warning screen appears.
- 3 Choose LOAD FILE. Your saved file is automatically loaded.



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**Notes:** To enable Autosave during play, access LOAD/SAVE in the Main menu Options menu.

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#### **MUSIC BY CHICANE**

"Nagasaki Badger (remix)"

Performed by Chicane

Composed by Nick Bracegirdle

By kind permission of Warner/Chappell Music Ltd.

Recording courtesy of Edel UK Records, Ltd. and Modena Records, Ltd.

"The Drive Home"

Performed by Chicane

Composed by Nick Bracegirdle

By kind permission of Warner/Chappell Music Ltd.

Recording courtesy of Edel UK Records, Ltd. and Modena Records, Ltd.





## "Sunstroke"

Performed by Chicane

Composed by Nick Bracegirdle & Leo Elstob

By kind permission of Warner/Chappell Music Ltd.

Recording courtesy of Edel UK Records, Ltd. and Modena Records, Ltd.

"The Drive Home" and "Sunstroke" are from the album Far from the Madding Crowds

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